

## **ADVANCED LIGHTING WITH MAYA & MENTAL RAY**

### **Lighting Theory**

Lighting Design Fundamentals  
Colour Theory  
Camera Composition - Rules of Thumb  
Types of Shot  
Lines of Actions  
Simulating Natural Light

### **The Art of Lighting**

1, 2, 3 and 4 Point Lighting  
Light Decay  
Spotlight  
Area Lights  
Decay Rate  
Light Linking  
Artistic and Mood Lighting

### **Gobos and Cookies**

Introduction to Shadows  
Gobos and Cookies  
Creative use of Depth Map Shadows

### **Daylight**

Naturalistic Lighting  
Lighting a Street  
Natural Set-up  
GI Joe  
mental ray Sun and Sky

### **Night and Artificial Lighting**

Naturalistic Lighting  
IBL and Fog  
Decay  
Light Shape  
mental ray Area Lights

### **Image Based Lighting**

IBL and HDR Theory  
Lighting a Car  
Camera Gates  
Image Planes  
Camera Mapping  
Simple Tone Mapping  
Using Back Plates  
Product Level HDRs

### **Photographic Lighting**

Lighting a Product  
Combining Real World and 3D Techniques